# PAPERBOY™

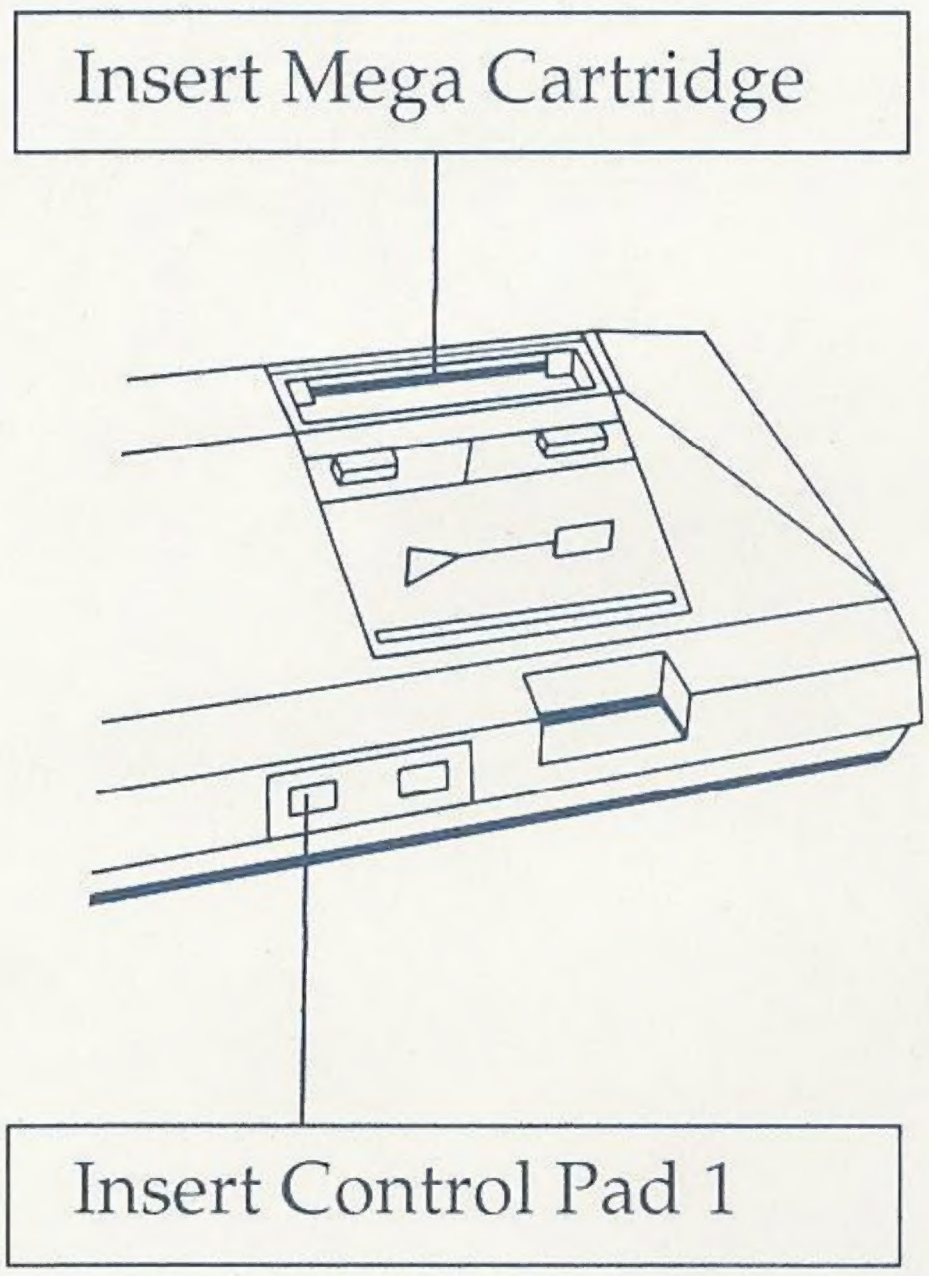
# Loading Instructions

## *Starting Up*

1. Make sure the power switch is **OFF**.
2. Insert the game cartridge in the Power Base (shown below) as described in your Sega System Manual.
3. Turn the power switch **ON**. If nothing appears on the screen, turn the power switch **OFF**, remove the cartridge and try again.
4. At the title screen, press Button 1 or 2 to start the game.

**IMPORTANT:** Always make sure that the Power Base is turned **OFF** when inserting or removing your Mega Cartridge.

PAPERBOY is for 1 player only.



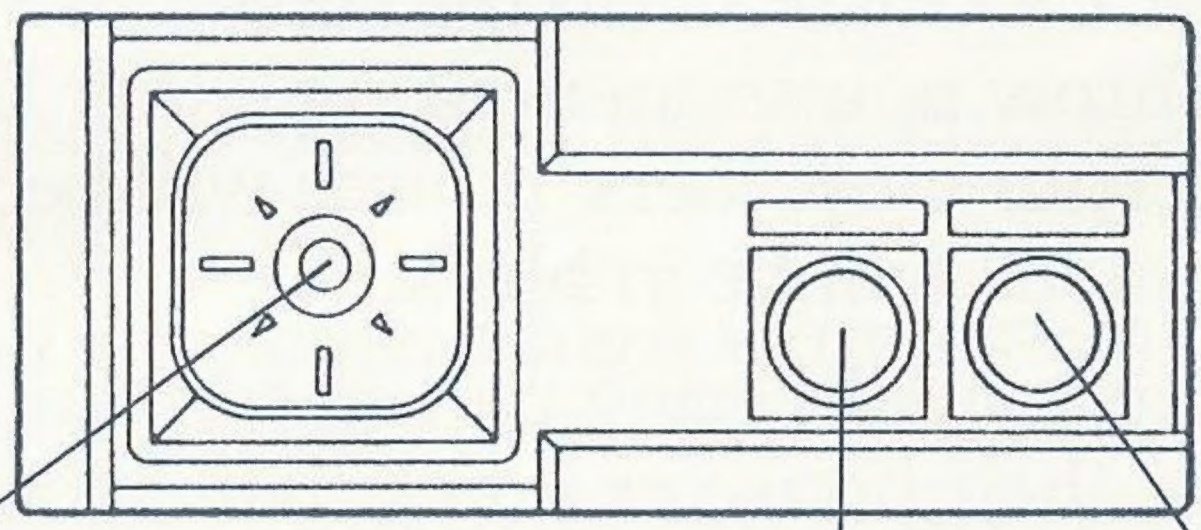
# PAPERBOY

The last guy was forced into early retirement at the age of 13. Don't let that scare you. Maybe he just wasn't tough enough for the challenge. After all, how tough can it be to fling a few papers? Sounds like a breeze!

Rumor has it, there are a few dogs, breakdancers, and run away lawn mowers that might get in your way. Just pedal a little faster or steer to the left or right, and you should be able to dodge them. Oh, by the way there are just a few more problems you might have, but then we can't tell you everything.

Go for it, dude! Jump on that bike and hit the streets. Try not to hit the windows!

## *Taking Control*




**D-Button:**

- Push up to move faster, down to slow down.
- Push left to steer left, right to steer right.

**Button 1 and 2:**

- Push either button to throw papers (as long as you have some left).

## *Getting Started*

When Button 1 or Button 2 is pressed a selection screen will appear. Select either **Easy Street** (beginner level), **Middle Road** (intermediate level) or **Hard Way** (expert level).

Use the D-Button to change levels. Push either Button 1 or Button 2 to select.

An overhead view of your route indicates the day of the week and your score while highlighting your customers in red and yellow and then showing the non-customers in black and gray. Push either Button 1 or 2 to begin the game.

## *Playing the Game*

Move your PAPERBOY up the screen using the D-Button. Throw newspapers using either Button 1 or Button 2. Your customers' houses will be in color, non-customers' will be in black.

Score points by delivering papers to your customers. If you miss their house or break their window, you will lose them as a customer. Additional points are awarded for papers that land in your customers' mail boxes. You can also gain additional points by breaking non-customers' windows or hitting various objects along your route.

At the end of each day, you will get a chance to earn additional points on the training course. Practice your throwing by hitting the targets and getting some extra bonus points.

After the training course, you will see how many customers you gained or lost that day. To begin the next day, press either Button 1 or Button 2.

You begin with four lives. Every time you crash or are hit by an obstacle, you lose a life. Lose all four and it's an early retirement.

## *Scoring*

| | POINTS | | |
|---|---|---|---|
| | Easy Street | Middle Road | Hard Way |
| Doormat delivery of paper | 100 | 200 | 300 |
| Mail box delivery of paper | 250 | 500 | 750 |
| Breaking non-customers window | 100 | 200 | 300 |
| Hitting target in training course | 100 | 200 | 300 |

Points are also awarded for hitting other obstacles as the game progresses.

At the end of the game, a high score screen will appear. Use the D-Button to change the letters and spell your name. Push up or down to cycle through the alphabet. Push left or right to move to the next location. To enter the name, press either Button 1 or Button 2.

# *Handling This Cartridge*

- This Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play.

# Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 8:00 a.m. to 8:00 p.m. (Pacific Time), Monday through Friday and from 8:00 a.m. to 6:00 p.m. (Pacific Time), Saturday and Sunday. DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

## Repairs After Expiration of Warranty

If your Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

## Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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